

Description

CARD GAME

BACKGROUND OF INVENTION

[0001] The invention described generally relates to card games and is directed, more particularly, to novel playing cards for use in a card game and a method for playing the card game that utilizes the novel cards. The game can combine chance, strategy, real time play, and the creativity of telling a story.

[0002] Of interest is U.S. Patent No. 1,290,498 issued January 7, 1919 to Bradshaw. This patent describes a card game that is based upon the operations and equipment of land and navel or military and marine forces and equipment, with a view to indicating and to emphasizing the relative or comparative values of forces of different sizes and characters and equipment of different kinds, offensive and defensive.

[0003] Also of interest is U.S. Patent No. 3,940,863 issued March 2, 1976 to Kritzberg, assignor to Psychotherapeutic Devices, Inc. This patent describes a game having (a) figurines set on a board, (b) cards, and (c) dice. The faces of

the dice have different indicia. The cards have legends. When a first indicia comes up after a roll of a die, the player selects a game figurine and tells a story about it. When a second indicia comes up after a roll of a die, the player selects a card and tells a story about a figurine that fits with the legend on the card.

SUMMARY OF INVENTION

[0004] The present invention provides for playing cards comprising a deck divided into a first suit and a second suit. The first suit comprises threat cards, and the second suit comprises tool cards. Optional is a time keeper device in combination with the playing cards.

[0005] Additionally, the present invention provides for a method of playing a card game. The method comprises: (a) providing playing cards comprising a deck having a first suit and a second suit, wherein the first suit comprises threat cards, and the second suit comprises tool cards, and wherein the first suit and the second suit are separated from each other into a first group and a second group; (b) a first player selecting a threat card from the first group and a tool card from the second group, telling a story based on the selected hand of cards, and scoring from zero points to a selected number of points for the story;

(c) continuing play as in step (b) with at least one other player; and (d) continuing with play among players until all cards have been selected from the two groups or until an agreed upon time has been reached. Optionally, step (a) further includes providing a time keeping device.

BRIEF DESCRIPTION OF DRAWINGS

[0006] FIGURES 1, 2, 3, 4, 5, 6, 7, 8, and 9 are face views of threat cards in accordance with the present invention.

[0007] FIGURES 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, and 23 are face views of tool cards in accordance with the present invention.

[0008] FIGURE 24 is a perspective view of a timer, which may be used with the inventive card game.

DETAILED DESCRIPTION

[0009] Although it is not intended to be limited to any particular embodiment, the invention is now described below with reference to the accompanying Figures and Example.

[0010] Shown in Figures 1 to 9 inclusive are examples of cards of the first suit, which comprises the threat suit. As illustrated, each threat card has on its face a legend, and optionally, a picture illustrating the legend. The legends and optional pictures depict various threats that may cause

harm to a person. Although 9 threat cards are shown, the cards of the first suit may be any desired number of cards, but preferably a specified number is employed.

- [0011] More particularly, Figure 1 contains the legend "DEADLY INFECTION" and a picture of a person having an infected arm.
- [0012] Figure 2 contains the legend "ANACONDA" and a picture of a snake.
- [0013] Figure 3 contains the legend "TRAPPED IN AN ELEVATOR" and a picture of an elevator with a person trapped inside.
- [0014] Figure 4 contains the legend "A POOL OF QUICKSAND" and a picture of a person, with the person's lower half inside of a pool of quicksand.
- [0015] Figure 5 contains the legend "CHARGING RHINO" and a picture of a rhinoceros.
- [0016] Figure 6 contains the legend "MAD AND HUNGRY OCTOPUS" and a picture of an octopus.
- [0017] Figure 7 contains the legend "HUNGRY CROCODILE" and a picture of a crocodile.
- [0018] Figure 8 contains the legend "A FLOOD" and a picture of flood water approaching a house.
- [0019] Figure 9 contains the legend "HIT BY LIGHTNING" and a picture of a rain storm with a lightning bolt striking a per-

son standing on the ground.

[0020] With reference now to Figures 10 to 23 inclusive, shown are the cards of the second suit, which comprises the tool suit. Each tool card has on its face a legend, and optionally, a picture illustrating the legend. The legends and optional pictures depict various tools that a person may use to defend against a threat, except that the wild card depicts the legend "WILD", as described in more detail below. Although 14 tool cards are shown, the cards of the second suit may be any desired number of cards, but preferably a specified number is employed.

[0021] More particularly, Figure 10 contains the legend "A PARACHUTE" and a picture of a parachute.

[0022] Figure 11 contains the legend "A WELDING TOOL" and a picture of a welding tool.

[0023] Figure 12 contains the legend "A HOSE" and a picture of a hose.

[0024] Figure 13 contains the legend "A LIFE VEST" and a picture of a life vest.

[0025] Figure 14 contains the legend "A MIRROR" and a picture of a mirror.

[0026] Figure 15 contains the legend "A GUN" and a picture of a gun.

- [0027] Figure 16 contains the legend "A NEEDLE AND THREAD" and a picture of a needle and a spool of thread.
- [0028] Figure 17 contains the legend "A CELL PHONE" and a picture of a cell phone.
- [0029] Figure 18 contains the legend "A MAGNIFYING GLASS" and a picture of a magnifying glass.
- [0030] Figure 19 contains the legend "A ROPE" and a picture of a rope.
- [0031] Figure 20 contains the legend "A POT OF HONEY" and a picture of a pot of honey.
- [0032] Figure 21 contains the legend "A FIRE EXTINGUISHER" and a picture of a fire extinguisher.
- [0033] Figure 22 contains the legend "A HAM SANDWICH" and a picture of a ham sandwich.
- [0034] Figure 23 contains the legend "WILD" and a picture of a joker's head. With a wild card, a player may concoct whatever the player desires for a tool.
- [0035] Figure 24 shows a conventional timer that may be employed as a time keeper in combination with the tools and threats card game. The dial arm with the arrow end is moved to the desired amount of time, and when the arm of the timer moves back to the zero position, a bell rings or buzzes.

[0036] Instead of the timer shown in Figure 24, any time keeper may be employed. For instance, an egg timer may be used. Also, a clock, preferably one with a second hand, may be employed to keep track of the time. Alternatively, if a player is wearing a wristwatch, the player may simply observe the wristwatch to keep track of the time. It is to be understood, however, that a time keeper, such as the timer device shown Figure 24, is optional.

[0037] Preferably for any given deck of cards, each of the threat suit and the tool suit has a specified number of cards, and more preferably, the number of threat cards is the same as the number of tool cards. Even more preferably, each of the threat suit and the tool suit has 26 cards, so that the total number of tools and threats playing cards employed is 52, like in an ordinary deck of playing cards. All threat cards may have different threats, or alternatively, one or more of the threats may be repeated. Likewise, all tool cards may have different tools, or alternatively, one or more of the tools may be repeated, and preferably, at least one of the tool cards is a wild card. Optionally for clarity, each threat card may also be designated with the word threat, and each tool card may also be designated with the word "tool".

- [0038] The card game with the threat cards and the tool cards is played as follows. The threat cards and the tool cards are separated from each other into two groups, and preferably, each respective group is individually shuffled.
- [0039] After shuffling, the threat cards are placed face down in a first group, preferably a stack, and the tool cards are placed face down in a second group, preferably a stack, so that the two stacks are between the players. Each player, in turn, selects one threat card and a selected number of tool cards, for instance one tool card, for each respective player's hand of cards. By selects is meant that the player takes, or is dealt, the cards.
- [0040] With a first alternative, each player takes or is dealt his/her hand of cards, and then, the storytelling proceeds as described below. For another round of storytelling, each player again takes or is dealt his/her hand of cards.
- [0041] With a second alternative, one player takes or is dealt his/her hand of cards, and then, the storytelling proceeds as described below. Another player takes or is dealt his/her hand of cards, and then, the storytelling continues.
- [0042] With either the first alternative or the second alternative for selecting a hand of cards, each hand of cards is placed face down in front of each respective player or held by the

player with the faces of the cards facing down. The reason is to keep each player's given cards blind until each respective player's turn.

[0043] Prior to starting play, agreement may be made among the players to employ more than one tool card, and in a preferred embodiment, each player has one threat card and two tool cards for a hand of cards. In this embodiment with one threat card and two tool cards per hand, the deck may have twice as many tool cards as threat cards, for instance, 52 tool cards and 26 threat cards.

[0044] Each player, starting with the designated first player, may be given a set time, for instance 2 minutes, to think creatively and to tell a story, based on the cards. For instance, the particular player tells a story of defending against, coping with, escaping from, et cetera, the threat depicted on the threat card by employing the tool or tools depicted on the one or more tool cards that the particular player has obtained. If the optional timer is employed, the timer may be set for instance for 1 minute or for 2 minutes as the particular player places face up and looks at the cards that he/she has obtained and proceeds to tell a story. Alternatively, the players may agree to allow each player to take his/her time in telling a story based on the

cards, and so no time keeper is employed.

[0045] After the first player tells a story based on his/her hand of cards, then one or more other players may volunteer to try to tell a more creative story based on that same hand of cards, each volunteer being given the same amount of time, for instance, 1 minute or 2 minutes.

[0046] Next, the players take a vote as to who had the most creative story and the winner scores one or more points. In the event that no person volunteers to try to tell a more creative story, and all of the players feel that the player who told the story was not particularly creative, that player may be given zero points. Also, one or more players may have volunteered to try to tell a more creative story, and yet all of the players feel that all stories were not particularly creative and thus all storytellers are given zero points.

[0047] As play proceeds with the second player, the third player, and so on, back to the first player, each player takes a turn, with the same amount of time, for instance 1 minute or 2 minutes, to think creatively and to tell a story of defending against, coping with, escaping from, et cetera, the threat depicted on the threat card by employing the tool or tools depicted on the one or more tool cards that the

each respective player has obtained. Again, one or more other players may volunteer to try to tell a more creative story, each volunteer being given the same amount of time, for instance, 1 minute or 2 minutes. Also again, the players take a vote as to who had the most creative story and the winner scores one or more points. Again, in the event that no person volunteers to try to tell a more creative story, and all of the players feel that the player who told the story was not particularly creative, that player may be given zero points. Also, one or more players may have volunteered to try to tell a more creative story, and yet all of the players feel that all stories were not particularly creative and thus all storytellers are given zero points.

[0048] When each player has had a turn, another set of one threat card and one or more tool cards is dealt to each player, and play resumes with storytelling.

[0049] Optionally, as various cards have been placed face up in front of the players as storytelling continues, a player, during that player's turn, may trade a threat card which that player took with a threat card which is lying face up, and likewise, may trade a tool card which that player took with a tool card which is lying face up. Also optionally, the

players may agree that by so doing, the player loses the chance of receiving a full point, and rather, because of having traded, will receive a $\frac{1}{2}$ point if he/she wins the storytelling during his/her turn.

[0050] Play continues until all cards from the two stacks have been employed, or until an agreed upon time has been reached. The player who accumulates the most points during the playing session is adjudged the winner.

[0051] Although as noted, points can be recorded as play continues, a major objective is for each player to be creative in story telling. Hence alternatively, if the players agree before starting play that the objective is to be creative rather than to designate a winner, then points are not kept, but rather, the players have fun making up stories.

[0052] Therefore, scoring zero points is defined here to include the embodiment of play where points are not kept, as well as the embodiment of play where points are kept and a player does not receive points during a turn.

[0053] Thus, both skill and chance enter into the card game. Skill is from thinking creatively in telling a story based on the cards, typically under time pressure, and chance is from the randomness of the particular threat cards and tool cards that a player receives.

[0054] *EXAMPLE*

[0055] Three players A, B, and C select a deck of cards with 78 cards. The cards have 2 suits. The first suit is the threat suit, and has threat cards like those in the above-described Figures. The threat suit has 26 cards. The second suit is the tool suit, and has tool cards like those in the above-described Figures. The tool suit has 52 cards.

[0056] For a time keeper, the players employ a conventional timer, such as that shown in Figure 24, and decide that 2 minutes is to be allotted for a player to come up with a story.

[0057] The deck of cards is sorted into 2 stacks for its 2 respective suits. Each stack is separately shuffled, and the 2 shuffled stacks are placed between the players.

[0058] Player A starts and takes 1 threat card off the top of the threat card stack and 2 tool cards off the top of the tool card stack.

[0059] Another player sets the timer for 2 minutes, as player A places the 3 cards face up and proceeds to tell a story based on the selected cards.

[0060] The threat card is a pool of quicksand; one tool card is a rope; and one tool card is a parachute. Player A tells of using the rope by making a lasso, throwing it over a

nearby tree, and then pulling himself/herself via the rope out of the quicksand. Then, player A tells about opening the parachute, and covering himself/herself with the parachute to keep warm until help arrives. The bell sounds on the timer as the 2 minutes ends.

[0061] Player B volunteers to try tell a better story, and the timer is again set for 2 minutes. Player B proceeds to tell a story about ripping the parachute into pieces that are used to spell SOS so that a plane flying low overhead sees the SOS and brings rescue quickly. The bell sounds on the timer as the 2 minutes ends.

[0062] A vote is taken, and player C sides with player A, so player A receives 1 point for the most creative story.

[0063] Play then proceeds in a similar manner with player B taking 1 threat card off the top of the threat card stack and 2 tool cards off the top of the tool card stack, and the timer is set for 2 minutes, as player B places the 3 cards face up and proceeds to tell a story based on the 3 cards. Neither player A nor player C volunteers to try to tell a better story, and both do not care for player B's story, and so player B receives no points.

[0064] Play continues with player C and then back around to player A and so on, until all the cards from the 2 stacks

have been used. The player with the most points wins.

[0065] Although the present invention has been shown and described in considerable detail with respect to only a few exemplary embodiments, it should be understood by those skilled in the art that it is not intended to limit the invention to the disclosed embodiments since various modifications, omissions and additions may be made to the disclosed embodiments without materially departing from the novel teachings and advantages of the invention, particularly in light of the foregoing teachings. Accordingly, it is intended to cover all such modifications, omissions, additions and equivalents as may be included within the spirit and scope of the invention as defined by the following claims.